christina ku

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http://www.christinaku.com

objective

A Maya generalist with a focus in texturing and modeling seeking work in 3D animation

experience

3D Artist Freelancer, Various Studios   2008-current
- Carried out modeling, texturing, basic animation, lighting, and rendering duties for a variety of projects in a team work environment at commercial studios including Shilo, Transistor Studios, Panda Panther, Superfad, Nathan Love, and the Mill

3D Artist Intern & Freelancer, Shilo   2007-2008
- Handled numerous modeling, texturing, lighting, and rendering tasks for projects including a Burma PSA and commercial spots for companies such as Samsung, Guinness, and Cell South

3D Artist Intern, Explain-o-graphics   Summer 2006
- Created short educational 3d animations
- Enhanced logos by transitioning logos to 3D from 2D design

Illustrator & Website Developer, Point And Read, Inc.   Summer 2004-2005
- Illustrated short children's stories using a tablet, Photoshop, and Painter
- Developed and managed web sites, including HTML development and server file management, to display stories in a talking web browser made for disabled children

Web Intern, DC Comics, Creative Services Department   Summer 2003
- Developed and managed DC Comics web sites, including HTML and Java development, server file management, and preparation of images in Photoshop
- Created graphics with a team of artists/illustators for trading cards, magazine articles, and advertisements

skills

Software: Maya, ZBrush, Mudbox, Photoshop, Illustrator, After Effects, Nuke
Languages: Java, C++, C, HTML, CSS
Platforms: Windows, Mac

education

New York University School of Continuing and Professional Studies at New York, NY
- M.S. in Digital Imaging and Design, May 2007

Binghamton University at Binghamton, NY
- B.S. in Computer Science and minor in Studio Art, May 2005
- Dean's List: Fall 2001 – Spring 2005